

GUNBOAT



Instruction Card for Amiga

Additional Credits

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A Word About This Card

The following instructions explain how to install and load *Gunboat* on the Amiga computer. After you load the game, please refer to the enclosed manual for specific gameplay instructions.

System Requirements

To play *Gunboat*, you will need the following:

- Amiga 500, 1000, 2000 or 2500
- 1 megabyte of memory
- Joystick (optional)

Backup Your Game Disks!

Before you go any further, it is highly recommended that you make backup copies of your original game disks. There is no on-disk protection, so making a backup is a simple procedure. From the Workbench, follow the procedure below.

One Drive Systems

- 1** Insert Gunboat Disk 1 into the internal drive (df0:).
- 2** Move the mouse cursor over the **Disk 1** icon.
- 3** Highlight the icon by clicking the **left mouse button** once.
- 4** Move the mouse cursor up to the menu bar, and hold down the **right mouse button** to pull down the Workbench menu.

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One Drive Systems (continued)

- 5 Move the mouse cursor to **Duplicate** and release the **right mouse button**.
- 6 Follow the disk swap prompts to copy the program disk.
- 7 Move the mouse cursor up to the menu bar, and hold down the **right mouse button** to pull down the Workbench menu.
- 8 Move the mouse cursor to **Rename** and release the **right mouse button**.
- 9 Change the name of the disk from **Copy of Gunboat Disk 1** to **Gunboat Disk 1**.
- 10 Starting with step 1 above, repeat the same procedure with Gunboat Disk 2. At step 9, change the name of the disk from **Copy of Gunboat Disk 2** to **Gunboat Disk 2**.

Two Drive Systems

- 1 Insert Gunboat Disk 1 into the internal drive (df0:) and a blank disk into your external drive.
- 2 Move the mouse cursor to the **Disk 1** icon and hold down the **left mouse button**.
- 3 Drag the mouse cursor over the icon of the blank disk and release the mouse button.
- 4 Follow the prompts to complete the copy procedure.
- 5 Move the mouse cursor up to the menu bar, and hold down the **right mouse button** to pull down the Workbench menu.
- 6 Move the mouse cursor to **Rename** and release the **right mouse button**.
- 7 Change the name of the disk from **Copy of Gunboat Disk 1** to **Gunboat Disk 1**.
- 8 Starting with step 1 above, repeat the same procedure with Gunboat Disk 2. At step 7, change the name of the disk from **Copy of Gunboat Disk 2** to **Gunboat Disk 2**.

Be sure to store the originals in a safe, dry place, and use the copies when playing or installing the game.

Warning! Never remove a disk from a disk drive if the drive light is still on! You may render that disk unusable in the future.



Hard Drive Installation

To install *Gunboat* onto your hard drive, do the following:

- 1 Load Workbench as you normally would.
- 2 Double-click on the **Workbench** icon.
- 3 Click on the drawer labelled **EMPTY** to highlight it.
- 4 Move the mouse cursor up to the menu bar, and hold down the **right mouse button** to pull down the Workbench menu.
- 5 Move the mouse cursor to **Duplicate** and release the **right mouse button**.
- 6 Click on the new drawer labelled **Copy of EMPTY**.
- 7 Move the mouse cursor up to the menu bar, and hold down the **right mouse button** to pull down the Workbench menu.
- 8 Move the mouse cursor to **Rename** and release the **right mouse button**.
- 9 Change the name of the new drawer from **Copy of EMPTY** to **Gunboat**.
- 10 Double-click on the **CLI** or **Shell** icon to enter the Shell.
- 11 Change to the hard drive where you want to install *Gunboat* by typing **cd dh0:** (or **dh1:**, or **dh2:**, etc.) and press .
- 12 Change to the Gunboat directory by typing **cd gunboat**.
- 13 Place your Gunboat Disk 1 diskette into df0:
- 14 Type **copy df0: dh0:gunboat ALL** and press  (If your hard drive is dh1:, or dh2, etc., then type **dh1:** or **dh2:** etc., instead of **dh0:**)
- 15 Replace your Gunboat Disk 1 diskette with your Gunboat Disk 2 diskette in your disk drive and repeat step 6.
- 16 When the installation is complete, the CLI prompt appears. Then type **ENDCLI** and press . You are now back to the Workbench screen.

To play *Gunboat*, follow steps 3 - 6 in the "Starting the Game From a Hard Drive" section found next.

Starting the Game From a Hard Drive

- 1 Load Workbench as you normally would.
- 2 Double-click on the hard drive where you have installed *Gunboat*.
- 3 Open the Gunboat drawer by double-clicking on it.
- 4 Double-click on the Gunboat icon to start the game.

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Starting the Game from Floppy Disks

- 1 With your computer off, insert Gunboat Disk 1 into df0:
- 2 Plug a joystick into port 2 if you are going to be using a joystick.
- 3 Turn on the computer. The program will load automatically.
- 4 When prompted, insert Gunboat Disk 2 into df0: (Dual drive users may insert Gunboat Disk 2 into the external drive to reduce disk swaps.)

Or (from Workbench):

- 1 Plug a joystick into port 2 if you are going to be using a joystick.
- 2 Load Workbench as you normally would.
- 3 Insert Gunboat Disk 1 into DF0:
- 4 Double click on the **Guboa Disk 1** icon to open it.
- 5 Double click on the **Gunboat** icon in the newly opened window to start the game.
- 6 When prompted, insert Gunboat Disk 2 into DF0:. (Dual drive users may insert Gunboat Disk 2 into the external drive to reduce disk swaps.).

Note: Be sure you are inserting the correct disk when prompted.

Activating the Joystick

If you are going to use a joystick to control the action in *Gunboat*, you'll need to press **Ctrl + J** simultaneously to activate it. (Be sure that the joystick is plugged into port 2.) This can be done at anytime during the game. Hitting **Ctrl + J** a second time will deactivate the joystick. The keyboard remains active in either mode.